

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A method for allowing arbitrary protocols to be added or plugged into a distributed application utilizing middleware for communication without accessing the source code for the middleware or producing a new version of the middleware source code, comprising the steps of:

providing a first computer executing middleware, one or more transport protocols and first application software, the first application software being part of the distributed application;

providing a second computer executing second application software, the second application software being part of the distributed application;

providing a connection bridge for communicating between the one or more transport protocols and the middleware of the first computer;

as a result of communication between the first application software and the second application software, generating an action requests by at least one transport protocol of the one or more transport protocols, the action request including a protocol connection identifier;

sending the action request to the connection bridge;

said connection bridge notifying said middleware that an action request is ready to have an action performed; ~~and~~

said connection bridge transferring said protocol connection identifier to said middleware;

and

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adding to the middleware of the first computer an additional transport protocol in support of communication between the first and second application software using the protocol connection identifier and without accessing the source code for the middleware or producing the new version of the middleware source code.

2 (Previously Presented) The method of claim 1, wherein said at least one transport protocol is such that the middleware is not configured to directly communicate with said at least one transport protocol.

3. (Previously Presented) The method of claim 1, wherein said connection bridge further communicates with multiple protocol instances and different types of protocols.

4. (Previously Presented) The method of claim 1, wherein said connection bridge further communicates with existing internally supported transport protocols of the middleware.

5. (Original) The method claim 1, further including performing said steps in an object-oriented programming language.

6. (Original) The method of claim 1, including implementing said connection bridge by utilizing a synchronization primitive and FIFO queue.

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7. (Previously Cancelled).

8. (Previously Presented) The method of claim 1, wherein the communication between the first application software and the second application software comprises executable code.

9. (Previously Presented) The method of claim 8, wherein the communication between the first application software and the second application software further comprises an invocation of an object residing at the second computer by the first application software and the sending of the object to the first application software by the second application software.

10. (Previously Presented) The method of claim 9, wherein the first application software is a client software and the second application software is a server software.

11. (Previously Presented) The method of claim 1, wherein the second computer is an embedded computer.

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